

**Santa Cruz
EDUCATIONAL SOFTWARE**

Catalog # 3

**Exciting and Unique
New Products!**

ALL ABOUT US: HI! Before telling you about what we offer for sale, we thought it would be nice to tell a little bit about ourselves. All of us contributing programs to this catalog started with the ATARI(tm) computers first as a hobby, then decided to sell some of our better programs. We still use the machine mostly for fun and learning, just like you. This means we look at our products from the viewpoint of "would I buy this program for myself".....This is a very small business and we listen to all complaints.

Some of the programs below started out in books or magazines, but have been modified greatly for use on the ATARI computers. I don't know about you, but I would be glad to pay a few dollars to have a program sent me that someone had spent maybe 80 hours or more typing in and modifying. We hope to do good programs at low cost, but if you think something you purchase is junk, send it back with a GOOD explanation and we will probably refund your money. Of course, we don't refund for "not what I really wanted" type reasons.

MASTER MEMORY MAP(tm)

This is really the key to using the ATARI's capabilities. We start out by explaining how to PEEK and POKE values into memory so that even new programmers can use many of these "tricks. Then, we give you about 15 pages of the memory locations that are the most useful, along with hints on how to use each location. The information is condensed from ATARI's Operating System Manual, various articles, programs, and input from customers like you(a free program of your choice for a location we didn't know about and publish!). It is useful even for experienced programmers as a reference. It will save you hours of time looking up where to poke what. We especially suggest that dealers offer this Memory Map to their customers. Let them know how to use the power of the machine even in areas you haven't the time to explain. We guarantee it will answer many of your questions about ATARI 400/800 computers.

-\$5.95-

TRICKY TUTORIALS(tm)

There are many things that the ATARI computers can do either better or easier than other small computers. The following series of programs is designed for anyone who is at least familiar with BASIC programming. What each tutorial offers is similiar to an extensive magazine article with all discussion in as simple language as is possible, plus you get MANY examples already typed in and running. There is no overlap in what is taught, so anyone wanting to know all they can may buy them all (my banker thanks you).

TT#1 DISPLAY LISTS - This program teaches you how to alter the program in the ATARI that controls the format of the screen. For example: when you say graphics 8 the machine responds with a large graphics 8 area at the top of the screen and a small text area at the bottom. Now, you will be able to mix various modes on the screen at the same time. Just think how nice your programs could look with a mix of large and small text, and both high and low resolution graphics. The program has received rave reviews for the way it does all the calculations of the difficult things(like counting scan lines). You will quickly be able to use the subroutines included in your own programs.

TT#2 HORIZONTAL/VERTICAL SCROLLING - The information you put on the screen, either graphics or text, can be moved up,down or sideways. This can make for some nice effects. You could move only the text on the bottom half of the screen or perhaps create a map and then move smoothly over it by using the joystick. Includes 18 examples with several using a small machine language subroutine for smoothness. As always, our examples can easily be used in your own programs.

TT#3 PAGE FLIPPING - Normally you have to redraw the screen every time you change the picture or text. Now you can learn how to have the computer draw the next page you want to see while you are still looking at the previous page, then flip to it instantly. You won't see it being drawn so a complicated picture can seem to just appear. Depending on your memory size and how complicated the picture, you could flip between many pages, thus allowing animation or other special effects. We have found that many people skip this tutorial either because it sounds hard, or they think they will never use it.

DON'T SKIP THIS ONE!

The basic method takes only 9 lines and the usefulness is infinite. Apples can't begin to do page flipping like this!

TT#4 BASICS OF ANIMATION - This program shows you how to animate simple shapes(with sound) using the PRINT and PLOT commands,and also has a nice little PLAYER/MISSILE GRAPHICS game you can play with. The P/M example is well commented and will get you started on this complicated subject (more fully explained in TT#5). This would be an excellent way to start making your programs come alive on the screen with movement! Recommended for beginning users.

TT# 1 to 4...-\$14.95- each

TT#5 PLAYER/MISSILE GRAPHICS - This is the big one! We start by showing how to create a simple shape called a player, then take you through over 25 examples to create a complete business application and a small game. Because the programs use most of the features of our other tutorials, they require 32k of memory(disk, or tape)and cost:

-\$29.95-

TT#6 SOUND by Jerry White - The most famous of programmers for our great machine offers this one through us (unfortunately most of his others are sold by our competition). Unless you have spent many hours experimenting with the four voice channels, you will learn alot from this one! The nicest part is the MANY examples of special sound effects that you can refer to when you need them for a program or to impress a friend.

-\$14.95-

Tricky Tutorials(except #5) require 16k memory for cassette orders and 24k for disk. You may order 1,2,3,& 4 for 49.95 ,or starting in January 1982, all 6 included in a colorful binder for \$89.95

By the time you read this all computers(400/800) being produced should have the fabled GTIA chips included. Atari service may upgrade older computers...call and ask(it's easy to do yourself. We have one and the improvements that graphics modes 9,10,and 11 offer are great!! To help you figure out what to do with the new modes a new Tricky Tutorial will be offered in March on Modes 9 to 11. Either give us a call or write around that time.

Programs by BOB LEWIS

MINI-WORD PROCESSOR - For those of you who have a printer, but don't need to spend \$100 or more for a fancy word processor. It is suitable for simple editing of text. It will accept most control characters for the printer. Text is stored on DISK OR TAPE for easy retrieval. The amount of text held is limited to about 5 typed pages. Remember...This is for simple storage/retrieval/output to printer.

Requires 32k memory.

Bob wants \$14.95 for this.

KID'S PROGRAMS #1 - Includes the following:

MATH QUIZ: Bob's proud of this one! Unlike many of the math quizzes, this allows you to input the highest numbers your children can handle in their math drills. This means that combined with the nice little musical pieces and a few graphic rewards, they won't get bored as easily.

DIALOGUE: Talk to the computer! It may answer you like a wise guy, but you can always turn it off. This is a computer classic translated for the ATARI.

LOST TREASURE: See what fun your kids can have trying to search over a small island looking for a treasure when they have to figure out the clues as to where they are. A few graphics included. 16k tape or 24k disk.

\$14.95 for ALL THREE

BOB'S BUSINESS: They say to stay out of other peoples business, but Bob wants to share his. This program is a compilation of programs from various books or made up by BOB himself! They all work off a main menu. It sure beats typing them in and translating yourself. Includes the following:

AMORITIZATION TABLE
MONTHLY MORTGAGE PAYMENT
DEPRECIATION SCHEDULE
SAVINGS & LOAN
AVERAGES
SQUARE FEET & YARDS
PAYCHECK CALCULATION
INTEREST ON INVESTMENT
MORTGAGE COMPARISONS
PROPERTY EXPENCES
MONTHLY BAR GRAPH
DECIMAL/HEX CONVERSIONS
U.S./METRIC CONVERSIONS
CHECKBOOK BALANCER

Requires 16k tape or 32k disk.

-\$14.95-

Programs by GENE JACKSON:

KIDS #2 - These are three of the programs Gene uses to program his kids! Well, actually they are two different approaches to learning to spell plus a bonus game:

Spelling Bee - This allows you to input your childrens spelling list and then it flashes the words and checks their spelling. The flashes get longer as they misspell the words so that eventually they will get them right.

Scramble - This learning game gives you a bunch of letters to make words out of. Two players then try to outscore each other, requesting more letters when needed. It has some nice touches that make it fun for all ages.

Touch - Follow the computers instructions to touch knees, elbows, etc. to those of the other players. It may be difficult to stop yourselves from laughing
Requires 16k ontape or 24k on disk.

-\$14.95 for all three-

MINI-DATABASE/DIALER - This unique new program stores and edits up to 8 lines of information such as name, address, and phone numbers, or messages, inventories, or anything you want. It has the usual sort, search, and print options, but it also has an unusual feature: If your file includes phone numbers and you have a touch-tone phone, the program will DIAL THE PHONE NUMBERS FOR YOU!

Yes, it dials for you!

This is perfect for those who make a lot of calls like salesmen, teens, or those trying to get through to busy numbers (acts as an auto-redialer). It's also a lot of fun to use. Requires 16k cassette or 24k disk and costs:

-\$24.95-

FONETONE - For those who only want to sort and store phone numbers and have the dialer feature as above, we offer this reduced version. Same memory requirements, but only costs \$14.95. Don't forget you must have a touch tone phone.

GRAPHICS MADE EASY!

GEOFF CARAS's Program:

THE GRAPHICS MACHINE - This is a great program that allows the ATARI to act like more expensive graphics computers. You type in simple commands like line, box, circle, polygon, fill, and savescreen to get a high resolution picture you can save on disk in only five seconds! Retrieve is just as fast. Also included is the ability to save each command as you enter them, thus making editing a snap... just edit the command file. All graphics are in mode 8 with three colors and also instant text!! There are several demos included in a continuous loop for stores to use (and you to study if you like. Requires all 48k (no basic cartridge) and costs:

-\$19.95-

MORE PROGRAMS by JERRY WHITE

PLAYER PIANO - Turns your keyboard into a mini-piano and more. Multiple menu options provide the ability to create your own songs, save or load song data files using cassette or diskette, fix or change any of up to 400 notes in memory, and play all or part of a song. The screen displays the keyboard and indicates each key as it is played from a data file or the notes you type. You don't have to be a musician to enjoy this educational and entertaining program. Requires 24k cassette or 32k disk.

-\$14.95-

BOWLERS DATABASE - Provides the league bowler with the ability to record and retrieve bowling scores providing permanent records. The data may then be analyzed by the program and displayed or printer in summary or detailed form. Data may be stored on cassette or diskette and updated quickly and efficiently. The program provides such information as highest and lowest scores by individual game, (first, second, and third games throughout the season), high and low series, current average, and more. The program listing and documentation provided are a tutorial on Atari basic and record keeping. Requires 16k for cassette or 24k for disk.

-\$14.95-

NOTE - WE ALWAYS SEND TAPE UNLESS
YOU SAY DISK...LET US KNOW.

PLEASE ADD \$2.00 POSTAGE FOR EACH ORDER. MEMORY MAP POSTAGE IS \$0.75.
CALIFORNIA RESIDENTS ADD 6.5% TAX.

S.C. Educational Software
5425 Jigger Dr.
Soquel, Ca. 95073
C.O.D. Orders call: (408) 476-4901

THANKS!

Santa Cruz Educational Software

** Order Form **

5425 Jigger Dr., Soquel, Ca. 95073

COD Call: (408) 476-4901

PRODUCT	# on TAPE	# on DISK	TOTAL # THIS ITEM	PRICE EACH	TOTAL COST THIS ITEM
Master Memory Map(tm)	n/a	n/a		\$5.95	
TRICKY TUTORIALS(tm)					
#1 Display Lists				\$14.95	
#2 Horz/Vert Scroll				\$14.95	
#3 Page Flipping				\$14.95	
#4 Basics of animation				\$14.95	
#5 Player Missile Graphics(Nov., 1981)				\$29.95	
#6 SOUND				\$14.95	
#1, 2, 3, & 4				\$49.95	
#1 to 6 in a binder				\$89.95	
The Graphics Machine	n/a			\$19.95	
Kids #1				\$14.95	
Kids #2				\$14.95	
Bob's Business				\$14.95	
Mini Word Processor				\$14.95	
DATABASE DIALER				\$24.95	
FONETONE				\$14.95	
PLAYER PIANO				\$14.95	
BOWLERS DATABASE				\$14.95	
DISCOUNT (Based on # items ordered)				Sub total	
10 to 50 ==> 40%					
51 to 99 ==> 50%				Shipping add: 2.00/0.75	
100+ =====> 60%				COD add: 1.40	
				Calif add: 6.5%	
NAME: _____				TOTAL	
ADDRESS: _____					

